

# Mads Bødker | CV

<i>Academic Experience</i>	<p>2012 –present. Associate Professor. Dept. of Digitalization (DIGI), Copenhagen Business School (CBS)</p> <p>2007 –2012. Assistant Professor. Dept. of Digitalization (DIGI), Copenhagen Business School (CBS)</p> <p>2006 –2007. Post Doc. and external lecturer, Center for Applied ICT (CAICT), Copenhagen Business School (CBS)</p>
<i>Education</i>	<p>2007. Doctor of Philosophy (Ph.D.) HCI and Philosophy of Technology, IT-University of Copenhagen.</p> <p>2005. Visiting Ph.D. student, Information Science, Cornell University, Ithaca, NY.</p> <p>2002. Master of Arts (MA) Film- and Media Studies, Copenhagen University.</p> <p>1999. Bachelor of Arts (BA) English (minor), Film- and Media Studies, Copenhagen University.</p>
<i>Publications (selection)</i>	<p>Nyman, S., Bødker, M., &amp; Jensen, T. B. (2024). Reforming Work Patterns or Negotiating Workloads? Exploring Alternative Pathways for Digital Productivity Assistants through a Problematization Lens. <i>Journal of Information Technology</i>, 39(3), 503-520.</p> <p>Bødker, M. (2022). Tourism Design: Articulating Design Beyond Science. In Z. Xiang, M. Fuchs, U. Gretzel, &amp; W. Höpken (Eds.), <i>Handbook of e-Tourism</i> (pp. 635-657). Cham: Springer.</p> <p>Chamberlain, A., Bødker, M., De Roure, D., Willcox, P., Emsley, I., &amp; Malizia, A. (2018). A Landscape of Design: Interaction, Interpretation and the Development of Experimental Expressive Interfaces. In M. Kurosu (Ed.), <i>Human-Computer Interaction: Theories, Methods, and Human Issues</i> (Vol. 10901, pp. 24-34). Cham: Springer.</p> <p>Bødker, M. (2017). What else is there...? Reporting meditations in experiential computing. <i>European Journal of Information Systems</i>, 26(3), 274-286.</p> <p>Bødker, M., Gimpel, G., Hedman, J. (2014). Time-out/time-in: The dynamics of everyday experiential computing devices. <i>Information Systems Journal</i>, 24(2), 143-166.</p>
<i>Teaching</i>	<p>Bachelor and Graduate teaching in the areas of philosophy of science and research methods, media theory, design processes/design science and interaction design.</p> <p>Thesis and project supervision on all levels and Ph.D course teaching in IS-oriented ethnography and philosophy of technology.</p>
<i>Appointments &amp; Academic service</i>	<p>2024. Special Issue editor, Personal &amp; Ubiquitous Computing.</p> <p>2024. Invited evaluator for new UX programme, University Central Lancashire, Cyprus campus.</p> <p>2021-ongoing. Associate Editor, Journal of the Association of Information Systems.</p> <p>2021. Guest Editor, Information Systems Journal.</p> <p>2017-ongoing. Study Director, M.Sc. Business Adm. and Digital Business, Copenhagen Business School.</p> <p>2019. Workshop chair, ACM Audio Mostly (AM'19), Nottingham University.</p> <p>2018-ongoing. Department shop steward, Dept. of Digitalization, Copenhagen Business School.</p> <p>2018-2020. International Guest Professor, Catholic University Ingolstadt-Eichstätt, Germany.</p> <p>2016. Visiting fellow, Southern Methodist University, Dallas, TX.</p> <p>2010. Visiting researcher, James Cook University, Dept. of Informatics. Townsville, Australia</p> <p>2010. Short paper co-chair, ACM OzCHI, Australian Conference on Human-Computer Interaction.</p> <p>2013-2017. Elected VIP Study Board member for IT educations.</p> <p>2010- ongoing. Active as editor, reviewer, track chair at Information Systems conferences (e.g. ECIS, ICIS, CHI) and journals (e.g. MISQ, JIT and ISJ).</p>

*In the media  
(selected)*

- 2024. Kan AI-hologrammer løse ensomhed blandt ældre, spurgte jeg. »Det er så etisk uforsvarligt,« lød svaret. 29/05/2024. Senormonitor.dk
- 2023. Etik i Twitterbot og NFT-kunst på retur, 03/01/2023. DR P1 - Kulturen på P1.
- 2022. Kristian von Hornsleth sælger digital kunst for to millioner på en halv time. 12/04/2022. DR P1 Morgen
- 2021. Lars Seier lancerer markedsplads for kryptokunst: "Det har en meget stor plads i kunstverdenen fremadrettet". 27/08/2021. Børsen.dk
- 2021. Cryptokunst bliver solgt for svimlende beløb. 12/07/2021. DR P1 Morgen 6.05
- 2021. Spekulationer efter prisfald: Er bunden på vej ud af det digitale kunstmarked? 25/05/2021. Politiken.
- 2021. Digital kunst 04/05/2021. Radio4 Kraniebrud.
- 2021. En grå pixel er lige blevet solgt for 8 mio kr: Købere flokkes om digital kunst 24/04/2021. Børsen Lørdag.
- 2010- ongoing. Frequent feature article contributor to the practitioner-oriented publication kforum.dk.

*Invited talks  
(selected)*

- 2022. *Incidental Encounters. Humans at the Center of Human-Robot Interactions*. Keynote at HRI International Symposium, Europe Naver Labs (Grenoble).
- 2022. Invited 3 full day Healthcare Design Workshops for NHG/Nordic Healthcare Group (DK)
- 2022. *Sound in Digital Work*. AIG Insurance research dissemination event + SAS Institute research dissemination event.
- 2021. *Digital Work Futures : Preserving Human Distinctiveness and Value?* Panel at the 29th European Conference on Information Systems, ECIS'21.
- 2018. *Design, Creativity and Digitalization in Business and Destination Processes*. Guest speaker at Katolische Universität Eichstätt-Ingolstadt, Germany.
- 2015. *Walking for Data? Mobility as research approach*. Invited talk at Dept. of Anthropology, Ethnographic Exploratory.

*Research  
management  
(selected)*

- 2016-2019. Associate investigator: InnoCoast, Innovation in Danish Coastal Tourism (Danish Innovation Fund 2016-2019).
- 2014. Coordinator: Nordisk Ministerråd/Nordplus grant for Nordic-Baltic Tourism Research Studies/NORBATOUR 1+2, in collaboration w. University of Lund, Oulu University,- and Tartu University.
- 2010-2011. Principal Investigator, field study grant: 'Encouraging repeat visitation by supporting visitors' relationships with tourist destinations using digital technologies'. James Cook University, Townsville Queensland. DFF, 2010-11.
- 2007-2009. Associate investigator: DREAMS-project (9.8 mio, NABIIT Funds, 2007-2009) Study of the future of mobile services. Collaboration with Børsen, The Danish Consumer Board, DR, and Euman.